

About the Render Gallery


All of your completed rendered images are available online from the Render Gallery page. Images in the gallery are grouped in collections according to the source document (RVT or DWG) they originally came from.

Each source file collection in the Render Gallery can contain multiple images. Thumbnail images representing the final renderings are shown chronologically; the newest images appear at the left.

By default, the collection displays only the latest image you created for each camera view.

Working with Render Gallery Items

To work with individual images in a collection

- Mouse over the thumbnail image to display the image details.
- Mouse over the thumbnail image and, from the thumbnail Action icon , click one of these options.
 - Re-render using new settings prepares a new rendering based on the same source file and version.
 - Render as Panorama creates an interactive panorama based on the camera view used in the image.
 - Show Preview Image/Hide Preview Image or Show Panorama/Hide Panorama controls the display of a larger preview of the rendering. When previewing an image or a panorama, right-click (option-click in Mac OS) the image in the preview area for more options.

Note The link below the preview image lets you share the rendering with the Autodesk 360 community on Facebook. Images shared on Facebook are publicly available.

- Download Image or Download Panorama downloads a full-size rendered image.
- Delete Image or Delete Panorama permanently deletes the image and all version data from the collection.

Important Deleting an image cannot be undone. You cannot delete an in-progress rendering, but you can cancel it.

- Adjust Exposure enables you to adjust any exposure setting without having to re-render from the original desktop program.
- Show this view only hides all other views in the collection.

To work with all images in a collection

- On either end of a collection row, use the Use the left and right arrow icons to navigate the thumbnail images.
- Show ► Latest Rendering displays the most recent image you rendered from each camera view.
- Show ► All Renderings displays all the renderings ever created for that source file.

Tip To isolate a specific view, mouse over the desired thumbnail and, from the arrow button, click Show this view only.

- Show ► Versions displays all the renderings from a particular version of the source file you rendered. A version is the state of the source file at the time the renderings were created. For example,

- When you click Start Rendering in Revit, a new version is created and rendered. If you go back to Revit later, make changes, and render again, a second version is created, and so on.
- When you upload a DWG with the same name as a previously uploaded DWG, a new version is created for that collection. Versions allow you to focus just on the renderings that came from the model when it was at a specific stage of development.
- Show ► Views displays all the renderings from a particular camera view, regardless of which version they were rendered from.
- Actions ► Download All creates and downloads a ZIP file of all images in the collection. Download All does not include in-progress or failed renderings.
- Actions ► Delete All permanently deletes all images, all version data, and the entire collection.

Important Deleting all images cannot be undone.

- Actions ► Re-render All allows you to change the render settings for all images in a collection.

About Render Settings

Camera (AutoCAD DWG files only)

Select a camera view from the list. Select All Cameras to render images of all views simultaneously. Most Recent Active View renders the viewport that was active when your DWG was last saved.

Environment

Apply a background environment and image-based lighting to your scene from a collection of High Dynamic Range (HDR) images, replacing the existing background environment from your original scene. Select None to use the original scene background again.

Render Quality

Select the desired rendering quality from the list.

Image Size

Select one of the preset image sizes from the list. Larger images take much longer to render than smaller images. The maximum image size is 2000 x 2000 pixels.

Aspect Ratio

Select a preset aspect ratio from the list. To create an image with a different aspect ratio, select Custom Aspect Ratio and enter width and height values, or click the lock icon to the right of the width and height fields.

File Format

Select a file format for your completed images. File format has no effect on rendering time.

- PNG (Lossless): 24-bit Portable Network Graphics file. PNG is the best format for most purposes. An 8-bit alpha channel containing transparency data is also provided in each PNG file.
- JPEG (High Quality): 24-bit Joint Photographic Experts Group image. File sizes are greatly reduced. Minor loss of quality may be visible. JPEG files contain no transparency data.
- TIFF (Uncompressed): 24-bit Tagged Image File Format image. Although this format is identical in quality to PNG, it may save you a conversion step if your application requires TIFF. An 8-bit alpha channel containing transparency data is also provided in each TIFF file.

Exposure

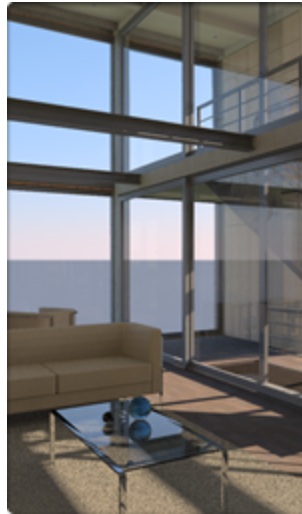
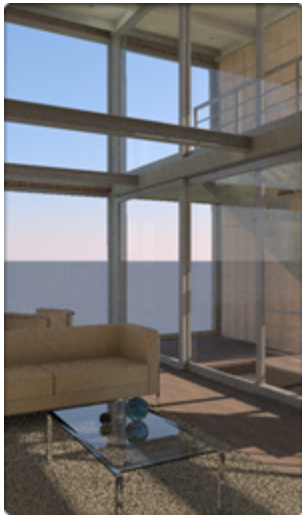
By default, advanced exposure settings simulating physically correct lighting conditions are automatically applied to all renderings. To use Revit's native exposure control settings instead of the default advanced exposure, re-render the image from the Render Gallery and select Exposure ► Native. (Native exposure is not available for renderings created from DWG files).

About Render Quality

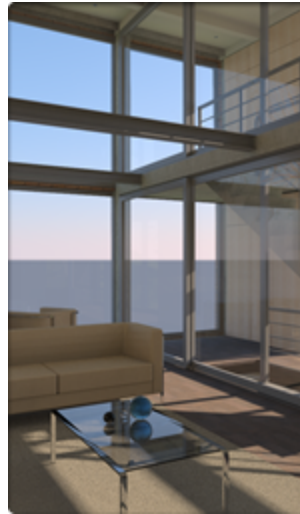
There are four Render Quality settings in Autodesk Cloud rendering, each with a different balance of three variables: eye rays, reflection samples, and lighting accuracy.

Setting	Eye rays variable	Reflection samples variable	Lighting accuracy variable	When to use	Speed
Draft	0.25	1	Low	Optimized for speed. Perfect for a quick preview of your scene.	1x
Standard	4.0	1	Low	More accurate than Draft. Perfect for quick visualization during design.	4x
High	16	8	Medium	Greater detail than Standard. Perfect for high-fidelity presentation work.	10x
Best	32	16	High	Lower noise and broader tonal range than High. Perfect for archival rendering, when speed is not a priority.	20x

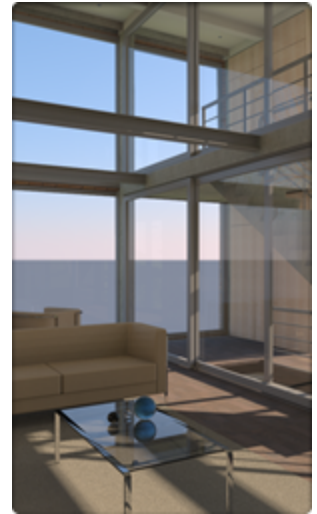
Note Speed comparisons are relative. The overall rendering time for any image is a function of render quality, image resolution, and complexity of the scene.



Standard



High



Best

Draft

Eye rays

Ray tracing analyzes the way simulated rays of light bounce around in your 3D scene. *Eye rays* refers to the number of initial simulated light rays being traced per pixel in the final rendered image of your scene. The more eye rays that are calculated per pixel, the greater the accuracy of this variable's final value.

Reflection samples

The quality of a calculated reflection depends on the amount of detail in the texture of the surface. *Reflection samples* refers to the amount of detail per eye ray. A higher number of reflection samples results in reflections that appear more photorealistic.

Lighting accuracy

Rendering a scene requires analyzing all the light sources present, for each pixel in the final image. This analysis can often be simplified with little perceptible effect, resulting in dramatic speed improvements. *Lighting accuracy* refers to the amount of simplification applied to the lighting in your scene when each pixel in the final rendered image is calculated. Draft quality mode further simplifies the lighting calculation by averaging groups of pixels with similar properties.

About Adjusting Image Exposure


Adjust Exposure provides you with several slider controls to adjust exposure parameters directly. When you begin adjusting the exposure settings, the preview area uses HDR data to display the full range of exposure adjustments as you make them.

When you click Apply, a new post-processing task begins. When complete, the adjusted, image displays in the collection as a new thumbnail. If you display another image before clicking Apply, any new exposure adjustments are discarded.

Important The Adjust Exposure capability requires a WebGL-enabled browser.

To Improve Renderings Online

To improve a rendering, you can re-render it from the Render Gallery.

- To re-render an image, from the thumbnail Action icon  click one of these options.

Re-render using new settings

Prepare a new rendering based on the same source file and version.

Render as Panorama

Create an interactive panorama based on the camera view used in the image.

- To re-render all images shown in the collection, choose Actions ► Re-render All. (This action is available only when you are viewing the collection by Latest Renderings or by Version). This command lets you batch render all the images shown using common settings.

While rendering, you can do the following.

- View details about rendering progress by mousing over the thumbnail image progress bar.
- Select Cancel Rendering from any in-progress rendering thumbnail menu to stop rendering the image (cannot be undone).
- Once rendering has begun, you can close your browser window. You can still monitor rendering progress and review completed images in the Render Gallery.

Note You can also adjust an image's exposure. This does not perform a re-render, but just an image post-processing on HDR data.

FAQ for Autodesk 360 Rendering

Last updated: March 21, 2012

What are the known service limitations?

- The service is currently running in a temporary flat rate (one Cloud Unit per rendering), uncapped mode until the final pricing policies becomes available. Because of this, we have enabled some restrictions to guarantee service performance is not affected by high numbers of compute-intensive tasks.
- Still images are capped at 2000x2000 pixels.
- Panoramas are rendered at a smaller size than the image they are generated from.
- Solar Studies are limited in size and number of frames (currently 30). This is subject to change.

What are the known feature issues?

- Re-rendering an image whose exposure was adjusted does not render with the adjusted parameters if the Exposure value is set to Advanced. Select Native instead.
- Exposure Adjustment works only on WebGL enabled browsers like Google Chrome and Mozilla Firefox. Make sure your browser, video drivers, and hardware fully support WebGL to use this feature.
- AutoCAD exposure settings (logarithmic) are supported for the initial rendering from AutoCAD. If you adjust the exposure on the rendering portal, the original settings are converted to the best matching settings of the Advanced exposure and used for all subsequent renderings.

Are there any known performance issues?

- When selecting Adjust Exposure for an image, the exposure controls may be disabled for a few seconds while the HDR image is loaded into the preview panel. This is expected, as the HDR data can be large.